

# Release notes

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## Version 4.4.0

Released September 6, 2023

- Reason Recon updated to correspond to Reason 12.6.1d72, with support for arm64 on macOS (fat binary)
- Build and test local45 in native Apple mode on macOS
- Compiler toolchain is based on LLVM 15.0.7
- All tools can run in native Apple mode on macOS (faster, no need to have Rosetta installed)
- RE2D tools updated (minor fixes). Mac version is no longer a .app bundle, instead uses the same file layout as on Windows
- Build scripts require python 3 / removed support for python 2.x

## Version 4.3.0

Released October 25, 2021

- Reason Recon updated to correspond to Reason 12
- RE2D tools updated with hi-res support.
- Hi-res images for built in elements included
- Example updated with hi-res custom display background
- Example GUIs pre-rendered in hi-res
- Build script fix for working with the latest Xcode version

## Version 4.2.0

Released May 20, 2020

- 3D GUI support has been deprecated
- Updated Recon to work in debug mode on MacOS Catalina
- All included binaries are signed and notarized for MacOS Catalina
- RE2DRender fixes for issues introduced when migrating from python 2 to 3

## Version 4.1.0

Released Jan, 2020

- Updated software license model
- Build scripts upgraded to python 3
- MacOS Catalina support for Recon, RE2DRender and RE2DPreview
- Reason Recon updated to correspond to Reason 11
- Post-build validation (Recon ValidateRE) working for all platforms and build servers
- Fixed memory scanning issue in post build validation (Recon ValidateRE)
- Fix where big integers would be written in a lossy format in patches
- Included reduced Factory Sound Bank for Recon to reduce SDK package size
- Documentation moved from downloadable archive to <https://developer.reasonstudios.com>

## Version 4.0.0

Released Feb 15, 2019

- Compiler toolchain is now based on LLVM 7.0
- Support for C++17
- Support for source level debugging with the LLVM compiler
- Updated example projects for Visual Studio 2013/2015/2017 and Xcode 9.2

## Version 3.0.0

Released Oct 15, 2018

- Support for Players
- Support for pattern lane automation
- Sample drop zones
- Additional sequencer information, such as: loop points, bar position, and run/stop events
- Reason Recon updated to correspond to Reason 10.1 and Reason Intro 10.1
- Reason Recon updated with more built-in devices

## Version 2.5.0

- Support for RT owned strings which enables displays drawing DSP data